GAMESTAR ★

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING

Sport

ACTIVISION
HOME COMPUTER SOFTWARE

WELCOME TO THE WORLD CHAMPIONSHIP

Congratulations. You've been invited to participate in the challenge of Barry McGuigan's World Championship Boxing. Raw, iron-twisting strength is definitely an asset, but for a shot at the title you'll need more than that … like strategy, finesse, lightning fast reflexes and a mental toughness that most games are afraid to require. Before you grab your gloves please read this official programme. We'll explain some of the finer points and strategies of the game, teach you to become an effective puncher, and introduce you to the World Championship circuit.

LOADING THE GAME

Cassette

1 ~~Connect your Commodore 64, TV/Monitor and~~ cassette as per the manufacturer's instructions. Please make sure that all peripheral equipment such as disk drives and printers are disconnected.
2 Your TV screen will now display the prompt – "**READY**."
3 Place the cassette tape in the recorder with the label uppermost and rewind to the beginning.
4 To load, press down the **SHIFT** key. Without releasing the **SHIFT**, press the **RUN/STOP** key. Release the **RUN/STOP** key and then the **SHIFT**.
5 Your TV will read – "Press play on tape." Do so.
6 The screen will now go blank while the game is loading, a process that takes several minutes.

Diskette

1 Make sure your Computer is OFF, and your disk drive properly connected.
2 Turn your disk drive's power switch ON
3 Turn your Computer ON. When the drive's busy light goes out insert the game diskette and close the door.
4 Type **LOAD** "*", 8, 1 and press the **RETURN** key. The game will load automatically.

Cassette

1 Branchez votre Commodore 64, votre écran ou téléviseur et votre magnétophone selon les consignes du fabricant. Vérifiez que tous les périphériques tels que lecteurs de disquettes et imprimantes sont débranchés.
2 Votre écran de télévision affiche à présent le message "**READY**" (Prêt).
3 Placez la cassette dans le magnétophone de manière à ce que l'étiquette soit sur le dessus, et rebobinez jusqu'au bout.

4 Pour charger, appuyez sur la touche **SHIFT** (Majuscules), puis sans la lâcher, sur **RUN/STOP** (Exécution/Arrêt). Relâchez **RUN/STOP** et ensuite la touche **SHIFT**.

5 Votre écran de télévision affiche le message: "Press PLAY on tape" (appuyez sur la touche PLAY du magnétophone). Abaissez cette touche.

6 L'écran reste vide pendant que s'effectue le chargement du jeu, opération qui prend 5 à 8 minutes.

Disque

1 Branchez votre lecteur de disquettes et insérez-y le disque selon les instructions du fabricant. Vérifiez que tous les périphériques tels que magnétophones et imprimantes sont débranchés et que seul le lecteur de disquettes est raccordé à l'appareil.

2 Votre écran de télévision affiche à présent "**READY**". Si ce message n'apparaît pas, essayez d'éteindre votre ordinateur et de le remettre en marche quelques instants plus tard.

3 Puis tapez dans l'ordre: **LOAD** "*", 8, 1.

4 Appuyez sur la touche **RETURN** (Retour).

5 L'écran affiche à présent le message "SEARCHING FOR" (Cherche) et se vide aussitôt. Un écran titre apparaît quelques instants plus tard, et au bout d'environ une minute, vous pourrez commencer à jouer.

Kassette

1 Schließen Sie den Commodore 64, Fernsehgerät/Monitor und Recorder entsprechend den Herstelleranleitungen an. Achten Sie darauf, daß keine Peripheriegeräte wie z.B. Diskettenlaufwerke und Drucker angeschlossen sind.

2 Auf dem Bildschirm erscheint jetzt der Hinweis—"**READY**"—(bereit).

3 Kassette mit dem Etikett nach oben in den Recorder einlegen und bis zum Anfang zurückspulen.

4 Zum Laden die SHIFT-Taste drücken. **SHIFT** gedrückt halten und gleichzeitig die **RUN/STOP**-Taste drücken. Dann zuerst die RUN/STOP-Taste und anschließend die SHIFT-Taste loslassen.

5 Auf dem Bildschirm steht nun—"Press play on tape." Drücken Sie nun also die PLAY-Taste am Recorder.

6 Der Bildschirm is leer während das Spiel geladen wird. Dies braucht mehrere Minuten

Diskette

1 Zum Anschluß des Diskettenlaufwerks und zum Einlegen der Diskette folgen Sie den Anleitungen des Herstellers. Achten Sie darauf, daß außer dem Diskettenlaufwerk keine anderen Peripheriegeräte wie z.B. Kassettenrecorder und Drucker angeschlossen sind.

2 Auf dem Bildschirm erscheint jetzt der Hinweis—"**READY**"—(bereit). Sollte dies nicht der Fall sein, schalten Sie Ihren Computer aus und kurz darauf wieder ein.

3 In der nachstehenden Reihenfolge: Tasten Sie **LOAD** "*", 8, 1 ein.

4 Dann die RETURN-Taste drücken.

5 Auf dem Bildschirm wird die Meldung— "SEARCHING FOR"—(Suche nach) angezeigt, und wenige Sekunden später wird das Bild gelöscht. Daraufhin erscheint ein Titelbildschirm, und nach ungefähr einer Minute ist das Spiel spielbereit.

Cassetta

1 Collegare il Commodore 64, il televisore/monitor ed il registratore seguendo le istruzioni del costruttore. Assicurarsi che tutte le periferiche quali le unità a dischi e le stampanti siano disabilitate.
2 Sullo schermo viene visualizzato il messaggio— "**READY**" (pronto).
3 Inserire la cassetta nel registratore con l'etichetta rivolta verso l'alto e riavvolgere il nastro fino all'inizio.
4 Per caricare il programma, premere e tenere abbassato il tasto **SHIFT** e poi il tasto **RUN/STOP**. Rilasciare **RUN/STOP** quindi **SHIFT**.
5 Sullo schermo viene visualizzato il messaggio: "Press play on tape" (premere il tasto PLAY sul registratore). Eseguire il comando.
6 Mentre il gioco viene caricato in memoria, lo schermo si svuota per un periodo di diversi minuti.

Disco

1 Seguire le istruzioni del costruttore relative al collegamento dell'unità a dischi e all'inserimento del disco. Assicurarsi che tutte le periferiche quali i registratori e le stampanti siano disabilitate e che soltanto l'unità a dischi sia collegata al computer.
2 Lo schermo TV dovrebbe visualizzare il messaggio: "**READY.**" In assenza di questo messaggio si consiglia di spegnere il computer e di riaccenderlo dopo qualche istante.
3 Eseguire le azioni seguenti nell'ordine qui indicato: Battere **LOAD** "*", 8, 1.
4 Premere il tasto **RETURN**.
5 Lo schermo visualizza il messaggio: "SEARCH-ING FOR" (ricerca), quindi si svuota. Dopodiché appare un'immagine di titolo e, un minuto dopo, il gioco è pronto.

Cassette

1 Sluit uw Commodore 64, TV/Monitor en afspeelapparaat aan volgens de instructies van de fabrikant. Overtuig u ervan dat alle aanverwante apparatuur zoals disk drives en printers zijn losgekoppeld.
2 Op uw TV scherm verschijnt nu de aanduiding— "**READY.**"
3 Plaats de cassette in het afspeelapparaat met het label aan de bovenkant en spoel terug tot het begin.
4 Om te laden drukt u op de **SHIFT**-toets. Druk nu op de **RUN/STOP**-toets zonder de **SHIFT**-toets te laten los. Laat eerst de **RUN/STOP**-toets los en daarna de **SHIFT**-toets.
5 Op uw TV verschijnt nu—"Press play on tape." Doe dat nu.
6 Het scherm wordt nu blank tijdens het laden van het spel. Dit proces duurt verscheidene minuten.

Disk

1 Volg de instructies van de fabrikant voor het aansluiten van de disk drive en het insteken van de disk. Overtuig u ervan dat alle aanverwante apparatuur zoals cassette spelers en printers losgekoppeld zijn, en dat alleen de disk drive is aangesloten.
2 Op uw TV scherm verschijnt nu de aanduiding— "**READY.**" Indien dat niet het geval is, probeer dan uw computer uit te schakelen en weer aan enkele ogenblikken later.
3 Daarna in deze volgorde: Type **LOAD** "*", 8,1.
4 Druk vervolgens op de **RETURN**/toets.

5 Het scherm vertoont dan de boodschap —
"SEARCHING FOR" — en wordt na enkels
seconden blank. Een titel scherm zal weldra
verschijnen en binnen enkele minuten kan het spel
aanvangen.

THE WORLD CHAMPIONSHIP CIRCUIT

"The air was electric when the two boxers climbed
into the ring. But by the time the bell sounded the
end of the sixth round, the electricity was gone and
a startled hush had fallen over the crowd. Sonny
Robinson, the seemingly undefeatable world
champion, was falling prey to an unknown Irish
powerhouse named Barry McGuigan. The
challenger established his intentions early in the
fight. Late in the third Robinson released a left
hook that would have knocked out most men. He
stood a second, waiting for the tough Irishman to
fall to the canvas. Instead, McGuigan came back
with a powerful body shot that drove Robinson
against the ropes. The champ was stunned. His right
crosses didn't seem to slow the Irish attack and his
vaunted left jab simply could not keep the aggres-
sive McGuigan at bay. By the end of the seventh
round it was clear that Robinson would have to
unload his best punches and win by a knockout or
not at all. But the effort just tired the champ and
with 32 seconds left in the ninth round the powerful
Irishman unleashed an explosive uppercut that
sent Robinson down for the count"

ACTIVISION GAZETTE, August 5, 1985

Truly an historic day in computer sports. You're
probably quite anxious for a shot at Barry and the
title, but so are the other boxers on the circuit.
Here are some names to keep an eye on as you
move up the ranks:

Sonny Robinson; the number one contender is a
flamboyant fighter with a dangerous left jab. He's
been training heavily for a rematch with McGuigan.
so he won't be easy to beat.

Thunder Thompson; a newcomer to the circuit.
He picked up an easy gold in the Star Rank
Games and joined the pro ranks with the medal still
swinging around his neck. A tough fighter to hurt.

Lucky Lou Lyndon; another newcomer to the
circuit who has such tremendous strength that
most of Lucky Lou's opponents are still nursing
their bruises from their fight with him. Supporters
say he has flawless style and execution.

Flash Fenwick; an extremely quick fighter. Likes to
put the "magic" on his opponents. (Definite proof
that the hand is quicker than the eye.)

Bashin' Bill Snow; a powerful fighter with many
years of experience in the ring. Weakens other
fighters with his incredible body blows.

BoomBoom Barnett; another powerhouse with a
wicked right cross. BoomBoom is an imaginative
fighter who often outwits better boxers – quite
unusual for a powerhouse.

BOXING STYLES

Dancer; likes to "stick and move." Rarely goes
inside.

Boxer; sometimes moves inside, but prefers to
keep his distance. An excellent style if you like to
flurry.

Mixed; very unpredictable. Hard for your opponents to "read."

Slugger; no-nonsense style. Doesn't tire quite as easily because he doesn't do much dancing. Goes inside often.

Bulldog; likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

GETTING STARTED

1. Plug a joystick controller firmly into PORT 1 on the right side of the computer console. Plug a second joystick into PORT 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen.

2. Push the joystick up and down to move the boxing gloves to select a ONE PLAYER or TWO PLAYER game. Press the RED FIRE BUTTON to confirm your choice.

Two Player Game

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player one goes first, using a joystick to point to any of the 18 circuit boxers or World Champ. Press the FIRE BUTTON to confirm your choices. When player two is finished you're ready to see a PROFILE of your two fighters.

One Player Game

1. If you choose a ONE PLAYER game, you'll go to this screen:

GET BOXER
NEW BOXER
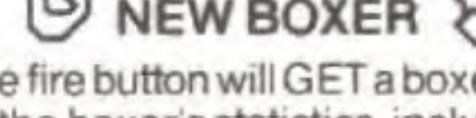
Pushing the fire button will GET a boxer you created earlier. All the boxer's statistics, including his earnings, record and RANK, are saved in memory as long as the computer is left ON

2. Choosing the NEW BOXER option will ERASE any boxers you came up with earlier and allow you to CREATE a new boxer.

3. First you use the keyboard to type in the letters and the DELETE key to erase any mistakes. Press RETURN when you are finished.

4. Now, you'll be prompted with the NEW BOXER FEATURES screen. Use the joystick to point to the different features. Push the fire button to step through available choices. When you're happy with your boxer point to CONTINUE and push the button to go on.

5. When you create a new boxer you are allowed to choose his starting rank. If you select NEW PRO you will start at the bottom of the ladder (rank number 19). If you think you've got what it takes choose CONTENDER, (rank number 10).

6. This is your fighter's PROFILE screen. When you've analyzed the information press your fire button to continue.

7. Next is the CIRCUIT STATUS screen. You can select the two fighters ranked immediately in front of you or the fighter ranked just below you. Fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move the gloves to your selection and push the fire button.

8. This is your OPPONENT's PROFILE screen. Study your adversary closely. If you change your mind move the gloves to REFUSE and push the button. If you ACCEPT the challenge push the fire button to send your boxer to TRAINING CAMP.

RINGSIDE

As in real boxing, your goal in Barry McGuigan's World Championship Boxing is to outscore or

knock out your opponent in 10 or 12 round bouts.
Each round is 3 "minutes" in length.

TRAINING CAMP

Training camp is the most important part of the
game next to actually being in the ring. But before
you train your fighter, study his attributes* and notice
how they can affect the outcome of each fight:

Endurance

* weak * erratic * average * tough * mighty
Endurance is the key to knockdowns. When it's less
than ten a knockdown will occur within the next few
punches. Because of the THREE KNOCKDOWN
RULE, if your fighter winds up kissin' canvas three
times in the same round the fight is over. (That's
called a TECHNICAL KNOCKOUT.) Endurance
goes down when you are hit *and* when you miss!
The scoreboard above the ring constantly displays
both fighters' endurance register. Watch these
numbers carefully! ENDurance is indicated in the
corners of the fight screen.

Stamina

* sluggish * slow * average * quick * lightning
The "toughness" register. Stamina may be thought
of as a percentage. When a boxer rests between
rounds he gets back a percentage of the endurance
he lost in the previous round. Also, when a boxer
is knocked down (endurance is less than ten) his
chances of getting back up are related to his
stamina. If his stamina is very high he will always
get up but the lower it gets the better chance he
will be knocked out. Stamina goes down every time
you are hit.

Strength

* feeble * weak * average * strong * awesome
This register reflects your fighter's power. A strong
fighter's punches will do more damage. Every
punch you throw – hit or miss – will drain your
strength register.

Agility

* poor   * average   * good   * massive
Agility is the key to your boxer's punching speed.
It too goes down with every punch.

You've chosen an opponent, studied his strengths
and weaknesses, planned your strategy and now
you have from 6-12 weeks to train for the big fight.
There are five areas in which you can allocate your
time. You don't have to spread your time between
the five areas. You can capitalize on one of your
strengths or compensate for one of your weak-
nesses. The choice is up to you! Here are the five
training areas and the effects they have on your
status registers:

Road Work; hitting the road has a tremendous
impact on your endurance and helps build strength
and agility.

Light Bag; the light bag is an agility builder.
It also helps produce stamina.

Weights; pumping iron is a strength-builder. A few
weeks of hard work and you'll be amazed.

Spar Time; practice in the ring will build all your
registers but is especially good at boosting your
stamina.

Heavy Bag; punching the heavy bag is great for
your strength but it's also helpful in "toning" your
stamina and endurance.

To train your boxer simply move the glove to an
area and press the joystick button. Every time you
push the button another week will be allocated to
that area. You can move to any area and devote up

to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished move the glove to CONTINUE and press the button.

FIGHT TIME

To be successful in the ring you'll have to become an effective puncher. Some punches are only effective INSIDE while others are only effective when the boxers are OUTSIDE. Most important is being in the right range. Study the following chart and the descriptions of the various punches:
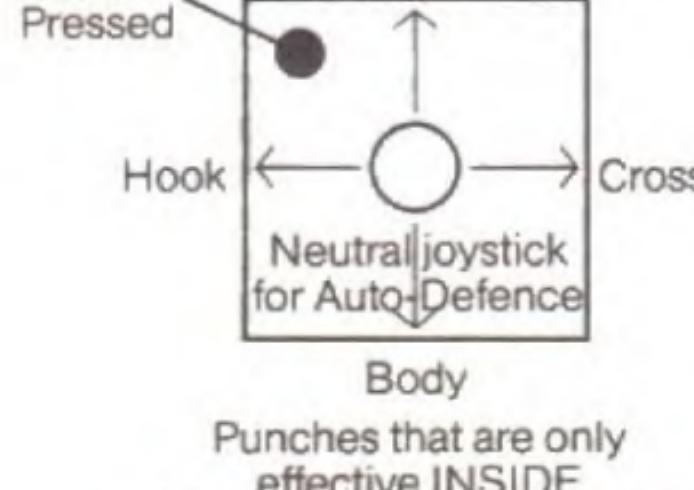
Punches that are only
effective INSIDE
(Boxers are close together)
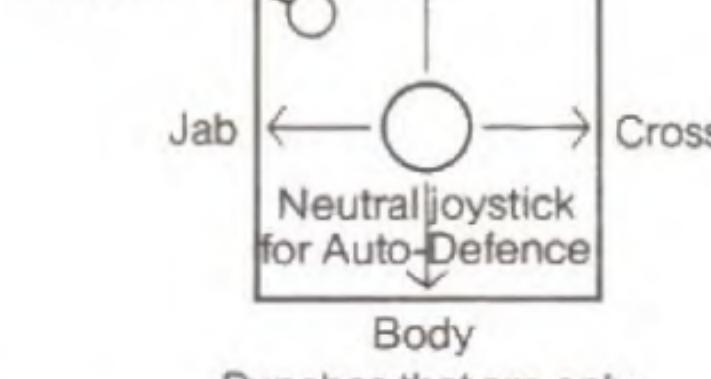
Punches that are only
effective OUTSIDE
(Boxers are farther apart)

OFFENCE

Jab; the jab is an efficient point-scorer, a quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

Hook; the hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

Uppercut; the uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

Cross; the cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

Head shots – Jab, Hook, Uppercut and Cross – will always connect unless blocked by coverup or because the punches were not delivered from the right range.

Body Shots; the body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

DEFENCE

Coverup; the coverup wards off all blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick and go to AUTO-DEFENCE.

Auto-Defence; leaving the joystick in the neutral position will cause your fighter to go to AUTO-DEFENCE. This is an effective defence against the body shot.

SPECIAL FEATURES

1. Barry McGuigan's World Championship Boxing is unique in that it focuses on the art of the sport. Style, training and strategy are emphasized over slugging ability.

2. Grab your gloves and take on 19 different circuit boxers, including the Champion himself, Barry McGuigan...personalized artificial intelligence makes each boxer uncannily lifelike.

3. Create your own boxer...choose race, style, look and image.

4. Take your boxer to training camp to fine-tune his skills...light bag, heavy bag, road work, and more.

5. Incredibly realistic animation, including a full arsenal of punches, defensive moves and footwork.

6. Realistic ringside atmosphere...from the cheering crowd to the "thud" of a solid body shot. Plus, a specially composed musical score that captures the excitement of the game.

TIPS FOR STARS

We wanted this section of the manual to cover most of the strategic possibilities in the game. We soon realized that it would take another manual twice as long as this one to do that! Just like in real boxing, there isn't a "best way" to win. Your overall fight strategy has to be based on your opponent, and it's sometimes necessary to change strategies mid-bout. Here are some things to keep in mind:

1. So far we've discovered two good "overall" strategies. You can try to win the fight by hurting your opponent to the point of knockout. Or you can throw lots of jabs and hooks (which aren't tiring) and try to win by points. This strategy requires that you have an excellent defence or you won't make it to the end of the fight.

2. Notice the way your opponents throw punches. Some fighters throw more when they're INSIDE. Some hit more when they are OUTSIDE. You should be able to use this pattern to your best advantage.

3. A good defensive strategy if you are INSIDE and in COVERUP is to push your button. Your boxer will throw an uppercut and go right back to COVERUP.

4. Use the jab as a distance gauge. If you're sure the fighters are in range but aren't sure that they are INSIDE throw a jab. If it misses (and it wasn't blocked) you need to push the joystick button because the boxers are definitely INSIDE.

5. If you see your opponent has a lot of STAMINA you'll have to hit him with crosses and body shots to bring it down.

6. Remember, points are scored every time you hit the other boxer. Often, the boxer who punches more hits more; so he scores more points. But he may also miss more and even get knocked out, so be careful because a KNOCKOUT always wins over points.

Sport

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We would like to hear from you so we can keep you informed of upcoming home computer software from Activison. Please fill in the card on the reverse side, place in a stamped envelope and mail to the address below.

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